



Sri Sham Haran S/O R Raja

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Education

DigiPen Institute of Technology | Singapore

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

2024

Nanyang Polytechnic | Singapore

Diploma in Game Development and Technology

2018

Skills

Programming: C, C++, C#, Kotlin, TypeScript, Python, JavaScript

Soft: Project Management, Critical Thinking, Problem Solving, People Management, Leadership

Software/Services: Visual Studio, Android Studio, GitHub, Amazon Web Services (AWS), JIRA

Languages: English (native)

Experience

Kueh 22 | Singapore

Aug 2023 – Present

Co-Founder

- Planned and organized large scale community event (Global Game Jam Singapore 2024)
- Liaison to vendors, partners, and sponsors
- Developed and managed event budgets
- Coordinated with various team leads to ensure event needs were met and delivered in a timely manner

DBS Bank | Singapore

Aug 2023 – Apr 2024

Group Strategy, Transformation, Analytics & Research (GSTAR) - Intern

- Conceptualised vision for multiple projects
- Developed multiple proof-of-concepts for immersive projects
- Researched on XR technologies and solutions
- Collaborated with IT team and vendor as part of the product owner team to manage solution development
- Provide support to UAT, CR, LV by investigating and resolving technical issues reported in projects.

HelloHolo | Singapore

May 2017 – May 2018

Software Engineer

- Conducted Microsoft HoloLens Development Workshops for various clients
- Planned, designed, and developed bespoke Mixed-Reality experiences for clients using C# and Unity Engine
- Marketed company services at industry exhibitions and events
- Collaborated with colleagues of different expertise in a startup environment

Vertigo Games | Seoul, South Korea

Sep – Nov 2017

Mobile Client Programming Intern

- Lead the planning of a mobile game proof-of-concept
- Designed the concept and mechanics of the mobile game
- Collaborated with others from various disciplines and cultural backgrounds
- Conducted quality assurance tests for 2 in-house projects

Projects

Ransackin' Raccoon

Aug 2022 – Apr 2023

Project Manager / Tools Programmer

- Led a team of 8 engineers and 3 designers in creating a 3D game with our custom game engine built with C++ and Vulkan API
- Developed an in-engine editor for the engine with the use of C++ and Dear ImGui library
- Developed library to serialize engine and game data in YAML
- Developed an interface to FMOD API to play spatial audio in game

Leadership

DigiPen Student Management Committee

2020

Vice-President

- Led planning efforts to various event for the student body
- Liaised with institution management to execute planned events